

; ; Spell Name: Algarth's Embattlement ; Schools: Alteration ; Area of Effect: The caster ; Casting Time: 9 ; Components: V, S, M ; Critical: ; Duration: 1 day/lvl ; Knockdown: ; Range: 0 ; Saving Throw: None ; Sensory: ; Subtlety: ; Never Ban Cantrip: False ; Reversible: False ; Wizard Spell: True ; Priest Spell: False ; Level: 9 ; Description: ; ; This infamous spell is sometimes called the box of spells. It is ; one of the very few known magics that allow a caster to unleash ; more than one spell in a round. After the spell is cast, the ; wizard can cast up to six additional spells (each one in the ; usual fashion, requiring normal material components and the like) ; and store them, unreleased, as part of Algarth's embattlement. ; Stored spells are still memorized and prevent the caster from ; memorizing other spells in their place. For each spell stored, ; the caster loses 1d4 hit points that cannot be regained until the ; stored spell is cast. (At that time, the damage can be restored ; by healing or rest, the hit points do not return automatically.) ; Spells of any level that the wizard can cast can be stored. They ; can be unleashed by silent act of will at any time, at a maximum ; speed of two spells per round. No other being can provide spells ; for the embattlement to store. Note that the caster must be ; conscious, and for certain spells must be able to see a target, ; but need not speak, move or employ material components to enact ; stored spells. ; The spells stored in an embattlement cannot be released or ruined ; by any magic short of Mordenkainen's disjunction. They persist ; even beyond the death of the caster, who may later rise as an ; undead able to unleash them! If the caster outlives the spell ; duration without casting all of the spells, however, unused ones ; are lost. ; The material components of Algarth's embattlement are four drops ; of water and a gem of not less than 4,000 gp value. ; ;

=====
 ; ; Spell Name: Andru's Baneful Backfire ; Schools: Abjuration ; Area of Effect: 1 enchanted object ; Casting Time: 1 turn ; Components: V, S, M ; Critical: ; Duration: Until triggered ; Knockdown: ; Range: Special ; Saving Throw: None ; Sensory: ; Subtlety: ; Never Ban Cantrip: False ; Reversible: False ; Wizard Spell: True ; Priest Spell: False ; Level: 5 ; Description: ; ; This spell enables a wizard to protect his magical property and ; enchantments from tampering by other spellcasters. The backfire ; can be cast on any magical item or object even temporarily ; endowed with magical properties (such as a character who has been ; slowed). ; The backfire remains dormant until such time as a character ; attempts to cast dispel magic on the object. The backfire no ; only causes the dispel to fail automatically, but the dispelling ; caster loses one memorized spell of a level equal to the spell or ; effect he was trying to dispel. If he has no such spell, the ; backfire causes him to lose a spell of the next lower level, ; until the caster has one spell or has no spell to lose. ; For example, suppose that a 7th-level wizard is attempting to ; cast dispel magic on a door that has been wizard locked and is ; protected by the baneful backfire. Upon casting the dispel, the ; wizard instantly loses one 2nd-level spell (equal to the level of ; the wizard lock) and the door is still magically sealed. ; The baneful backfire is not effective against a spellcaster of a ; higher level than the wizard who cast it. In such a case, a ; successful dispel magic would dispel both the ward

and the spell it was put in place to protect. The physical component of the spell is a bit of cat fur and a piece of carpeting roughly three inches square.

=====

Spell Name: Avissar's Bane Schools: Invocation/Evocation Area of Effect: Creature touched Casting Time: 1 rd. Components: V, S, M Critical: Duration: Special Knockdown: Range: Touch Saving Throw: None Sensory: Subtlety: Never Ban Cantrip: False Reversible: False Wizard Spell: True Priest Spell: False Level: 9 Description: This spell infuses the creature touched with diabolic heat energy from the outer plane of Ba'ator. Avissar's bane can be cast but once per week due to the strain it places on the spellcaster. The spellcaster must touch his victim (a successful attack roll). The spell affects any single creature, except the following: A creature that can be hit only by magical weapons is immune; an undead, fire-based or extraplanar creature cannot be affected; and the creature whose Hit Dice or level exceeds the spellcaster's level will not be affected. There is no saving throw; however, magic resistance is effective. The victim of Avissar's bane suffers the following effect: * The creature's hit point total is reduced to 1; thus, any wound results in unconsciousness or death * The creature is in constant agony; the sensation is that of being burned alive, and the victim sweats constantly * The creature is exhausted and has attack and damage penalties of -4 * Each hour, the creature has a 15% chance to overcome by pain and lose consciousness, only to awaken 1d4 hours later, in agony. If the creature engages in combat, spellcasting, or other strenuous activity for more than 15 rounds (minutes) in any single hour, this chance increases to 40%. At the 16th round, 2% These effects are continuous and end only with the death of the victim. The effects cannot be negated, save by an act of the gods, a wish spell, or by the will of the original caster. The learning and casting of this spell is an evil act. Use of this spell might entail severe alignment consequences. The archmage Avissar is also said to have personally devised this deadly enchantment; further it is said that the archmage met his death on the vengeful point of a sword wielded by the brother of the spell's first victim. The material components are a drop of oil, a pinch of sulphur, a powdered ruby of at least 5,000 gp value, and the horn of a greater baatezu (cornugon, gelugon, or pit fiend).

=====

Spell Name: Barrier Reaver Schools: Abjuration Force Area of Effect: Cylinder, 1 ft/lvl diameter and length Casting Time: 6 Components: V, S, M Critical: Duration: 1 rd Knockdown: Range: 10 yds/lvl Saving Throw: None Sensory: Subtlety: Never Ban Cantrip: False Reversible: False Wizard Spell: True Priest Spell: False Level: 6 Description: This spell forces an opening in any magical barrier, including an antimagic shell, a prismatic sphere or a conjured physical barrier such as a wall of iron. The opening comes into being at the end of the round of casting and lasts for the entire next round. During this time, spells and other attacks can be launched through the opening, creatures who can fit through it can pass the barrier, and what is beyond the barrier can be observed. The caster of the barrier reaver is free to cast another spell during the round in which the open-

ing exists. This spell does not destroy the barrier; the opening closes at the end of the round inflicting 6d6 points of shearing damage upon any creature caught within it and forcibly expelling them or their remains on one side of the barrier (50). The material component of this spell is a small metal key.

=====

Spell Name: Black Blade of Disaster **Schools:** Conjuration/Summoning **Invocation/Evocation** **Area of Effect:** Creates 1 rift blade **Casting Time:** 9 **Components:** V, S **Critical:** **Duration:** 1 round/lvl **Knockdown:** **Range:** 10 yards **Saving Throw:** None **Sensory:** **Subtlety:** **Never Ban Cantrip:** False **Reversible:** False **Wizard Spell:** True **Priest Spell:** False **Level:** 9 **Description:** This spell enables the caster to create a black, blade-shaped planar rift, about 3' long. It moves about as the caster wills, providing the caster can see and concentrate on it, movement rate of up to 9. If the caster ceases concentration on the effect at any time, the blade collapses into nothingness at the end of that round. The blade can strike twice per round with the same THAC0 as its caster. A Black Blade easily carves through inanimate objects that do not bear dweomers. A ship loses 1D12 seaworthiness per blow, and structures take damage per hit equal to that inflicted by a heavy catapult hit. Walls bolstered by spells are treated as magical barriers. A Black Blade of Disaster can cut through Prismatic Walls and Spheres, Walls of Stone, and all other known magical barriers. It can penetrate an Antimagic Shell and affect objects inside. Against creatures, a Black Blade does 2D12 points of damage per strike. If the caster rolls a natural 20, the blade disintegrates the creature struck; nothing short of a Wish will restore an individual destroyed in this fashion. All magical attacks and effects directed at the rift are absorbed. Anyone trying to seize or physically attack the blade is affected as if struck by the blade. The caster suffers 1D2 points of damage every time he strikes with the blade, as it draws off some of his life force as well. This damage does not by itself disrupt his concentration. **Notes:** Restricted to drow; very rare.

=====

Spell Name: Circle **Schools:** Invocation/Evocation **Area of Effect:** 1 wizard **Casting Time:** Special **Components:** V, S **Critical:** **Duration:** Special **Knockdown:** **Range:** Touch **Saving Throw:** None **Sensory:** **Subtlety:** **Never Ban Cantrip:** False **Reversible:** False **Wizard Spell:** True **Priest Spell:** False **Level:** 1 **Description:** Through use of this spell, the apprentices and allies of a Red Wizard add their power to his, giving him an additional number of spells to cast. The Red Wizard has the number of spells per day of a wizard of his level plus the levels of the wizards in the circle (see table). This has an upper level of 30th level, but does not allow the caster any spells of a greater level than he can normally memorize. The Circle spell only increases the number of spells that can be memorized, it does not increase the caster's level for the purpose of casting an individual spell, Dispel Magic, and so on. For example, a 12th level Red Wizard has a circle of three 3rd level and three 1st level apprentices. He has the spell slots of a 24th level wizard in regard to the number of spells he can cast (five each of 1st through 6th level). He does not get any spells of 7th level or higher, because

he cannot cast $\frac{1}{2}$ spells of those levels. He casts all of these spells as if he $\frac{1}{2}$ were a 12th level caster. $\frac{1}{2}$ $\frac{1}{2}$ WIZARD SPELL PROGRESSION, LEVELS 21-30 $\frac{1}{2}$
 LEVEL 1 2 3 4 5 6 7 8 9 $\frac{1}{2}$ 21 5 5 5 5 5 4 4 4 2 $\frac{1}{2}$ 22 5 5 5 5 5 5 4 4 3 $\frac{1}{2}$ 23
 5 5 5 5 5 5 5 3 $\frac{1}{2}$ 24 5 5 5 5 5 5 5 4 $\frac{1}{2}$ 25 5 5 5 5 5 5 5 5 $\frac{1}{2}$ 26 6 6 6 6
 5 5 5 5 5 $\frac{1}{2}$ 27 6 6 6 6 6 6 5 5 $\frac{1}{2}$ 28 6 6 6 6 6 6 6 6 $\frac{1}{2}$ 29 7 7 7 7 6 6 6 6
 6 $\frac{1}{2}$ 30 7 7 7 7 7 6 6 6 $\frac{1}{2}$ $\frac{1}{2}$ THE CASTING - All members of the circle must
 be $\frac{1}{2}$ members of the caster's school or its allied $\frac{1}{2}$ schools. Allied schools are
 defined as the schools on $\frac{1}{2}$ either side of the wizard's school, as shown under
 the $\frac{1}{2}$ Schools of Magic diagram in the PHB (for example, an $\frac{1}{2}$ illusionist's allied
 schools are those of Alteration $\frac{1}{2}$ and Enchantment/Charm). A Red Wizard can
 have as many $\frac{1}{2}$ allies and apprentices in his circle as desired, but $\frac{1}{2}$ the total
 number of spells the circle allows cannot $\frac{1}{2}$ exceed the abilities of a 30th level
 wizard. $\frac{1}{2}$ To cast this spell, the apprentices join in a circle with the $\frac{1}{2}$ wizard
 in the center. All participants must have previously $\frac{1}{2}$ memorized the Circle
 spell (save the wizard who is to receive $\frac{1}{2}$ the spell's benefits) and must cast it
 $\frac{1}{2}$ simultaneously. Creating the circle takes a number of rounds $\frac{1}{2}$ equal to the
 level of the highest apprentice in the $\frac{1}{2}$ circle. (In effect, circles with lower-level
 apprentices are $\frac{1}{2}$ larger, but cast the Circle spell faster.) The casting strips
 $\frac{1}{2}$ the apprentices of all their memorized spells. $\frac{1}{2}$ The wizard in the center of
 the circle must be fully $\frac{1}{2}$ rested. Once the spell has been cast, the wizard then
 $\frac{1}{2}$ memorizes additional spells up to the maximum number of spells $\frac{1}{2}$ allowed.
 If the wizard leaves the circle, or if it is $\frac{1}{2}$ disrupted in any way (an appren-
 tice killed or the circle $\frac{1}{2}$ broken by an attack, for example), any remaining
 unmemorized $\frac{1}{2}$ spells are lost, though the caster retains any spells $\frac{1}{2}$ memorized
 before the circle was broken. $\frac{1}{2}$ After the spells are memorized, the wizard can
 leave the $\frac{1}{2}$ circle. All spells memorized while in the circle are retained $\frac{1}{2}$ until
 cast. $\frac{1}{2}$ Notes: Restricted to Red Wizards of Thay; but universal for $\frac{1}{2}$ them. $\frac{1}{2}$ $\frac{1}{2}$

=====

$\frac{1}{2}$ $\frac{1}{2}$ Spell Name: Combine $\frac{1}{2}$ Schools: Invocation/Evocation $\frac{1}{2}$ Area of Effect: The
 caster $\frac{1}{2}$ Casting Time: 9 $\frac{1}{2}$ Components: V, S, M $\frac{1}{2}$ Critical: $\frac{1}{2}$ Duration: Up
 to 1 turn $\frac{1}{2}$ Knockdown: $\frac{1}{2}$ Range: 0 $\frac{1}{2}$ Saving Throw: None $\frac{1}{2}$ Sensory: $\frac{1}{2}$ Sub-
 tlety: $\frac{1}{2}$ Never Ban Cantrip: False $\frac{1}{2}$ Reversible: False $\frac{1}{2}$ Wizard Spell: True
 $\frac{1}{2}$ Priest Spell: False $\frac{1}{2}$ Level: 9 $\frac{1}{2}$ Description: $\frac{1}{2}$ $\frac{1}{2}$ Combine allows the caster
 to meld two other currently memorized $\frac{1}{2}$ spells together, so that they can be
 cast simultaneously with $\frac{1}{2}$ joined effects. The two spells cannot exceed more
 than seven $\frac{1}{2}$ total spell levels, so a 3rd and 4th level spell could be $\frac{1}{2}$ combined,
 or a 5th and 2nd, or any other combination that falls $\frac{1}{2}$ within these limits.
 The spells remain linked in the caster's $\frac{1}{2}$ mind for up to one full turn. If the
 combined form is not cast $\frac{1}{2}$ in this time, the linked spells are automatically dis-
 sociate from $\frac{1}{2}$ each other, and the combine spell is wasted. $\frac{1}{2}$ When the paired
 spells are actually cast, the most restrictive $\frac{1}{2}$ casting time, range, area of ef-
 fect, etc., are used. $\frac{1}{2}$ The material component is a small pair of golden rings. $\frac{1}{2}$ $\frac{1}{2}$

=====

$\frac{1}{2}$ $\frac{1}{2}$ Spell Name: Create Enchanted Tattoo $\frac{1}{2}$ Schools: Alteration $\frac{1}{2}$ Area of Effect:
 Creature touched $\frac{1}{2}$ Casting Time: 1 turn $\frac{1}{2}$ Components: V, S, M $\frac{1}{2}$ Critical: $\frac{1}{2}$
 Duration: 1 day/lvl $\frac{1}{2}$ Knockdown: $\frac{1}{2}$ Range: Touch $\frac{1}{2}$ Saving Throw: None $\frac{1}{2}$

Sensory: ☐ Subtlety: ☐ Never Ban Cantrip: False ☐ Reversible: False ☐ Wizard Spell: True ☐ Priest Spell: False ☐ Level: 2 ☐ Description: ☐ ☐ This spell allows the creation of enchanted tattoos. The exact ☐ nature of the tattoo is determined by the caster, and the ☐ tattoo's effect is based upon the level of the caster. Only one ☐ tattoo is created by this spell, although multiple applications ☐ are possible. ☐ ☐ * A wizard of 3rd to 6th level can inscribe the following tattoos: ☐ +1 to any one saving throw (vs. death magic, vs. wands, and so on); ☐ +1 to attack rolls; or ☐ -1 to AC ☐ ☐ * A wizard of 7th to 12th level can inscribe the lower level tattoos, ☐ plus the following: ☐ +1 to all saving throws ☐ One extra attack every two rounds; and ☐ One extra spell - this can be of 1st or 2nd or 3rd level (only one ☐ spell, and only one level, not one of each) ☐ ☐ * A wizard of 13th level or higher can inscribe all of the above ☐ tattoos, plus the following: ☐ +5; ☐ +1 to any attribute; or ☐ +1 level of casting ability (this increases the caster's effective ☐ level, but not the total number of spells - an 11th-level wizard ☐ raised in casting ability in this manner casts spells as a 12th ☐ level wizard in terms of range, area of effect, and so on, but does ☐ not gain access to the increased number of spells or to 6th-level ☐ spells until he actually becomes a 12th-level wizard). ☐ ☐ Several restrictions limit the number and type of magical tattoos ☐ that an individual can bear. An individual cannot have more than ☐ three enchanted tattoos and none of these can be of the same ☐ type. The casting wizard must also have a modicum of artistic ☐ talent to sketch the desired tattoo. ☐ ☐

=====
☐ ☐ Spell Name: Deathguard ☐ Schools: Abjuration ☐ Necromancy ☐ Area of Effect: Creature touched ☐ Casting Time: 5 ☐ Components: V, S ☐ Critical: ☐ Duration: 2 rds/lvl ☐ Knockdown: ☐ Range: Touch ☐ Saving Throw: None ☐ Sensory: ☐ Subtlety: ☐ Never Ban Cantrip: False ☐ Reversible: False ☐ Wizard Spell: True ☐ Priest Spell: False ☐ Level: 5 ☐ Description: ☐ ☐ This spell creates a guardian spirit from the Ethereal Plane that ☐ protects the creature from attacks. The guardian has one ☐ function: Should any attack reduce the hit points of the creature ☐ it has been assigned to guard to zero or below, the guardian ☐ intervenes and suffers the damage instead of the creature, saving ☐ the creature from death. Once the guardian saves its master's ☐ life, it is destroyed. ☐ The creature does not suffer any damage from the attack that ☐ would have killed it, be it damage from falling from a cliff, ☐ dragon breath, or a weapon strike. Note that if the attack ☐ doesn't bring the creature to zero hit points or below, the ☐ creature takes full damage (the guardian prevents only lethal ☐ blows). ☐ Notes: Uncommon. As a Forgotten Realms Old Empire spell, initial ☐ exposure requires a mentor or a Read Southern Magic spell. ☐ ☐

=====
☐ ☐ Spell Name: Devastate ☐ Schools: Alteration ☐ Area of Effect: The caster ☐ Casting Time: 8 ☐ Components: V, S, M ☐ Critical: ☐ Duration: 1 rd/lvl ☐ Knockdown: ☐ Range: 0 ☐ Saving Throw: None ☐ Sensory: ☐ Subtlety: ☐ Never Ban Cantrip: False ☐ Reversible: False ☐ Wizard Spell: True ☐ Priest Spell: False ☐ Level: 8 ☐ Description: ☐ ☐ This spell causes all of the caster's spells to strike with ☐ devastating effect. All targets suffer a -5 penalty to saving ☐ throws against the caster's spells and all damage done by the ☐ caster's

spells is increased by +2 per die (but the total damage \leq cannot exceed the maximum possible rolled damage without the \leq bonus; that is, a fireball spell can cause only the 60 points of \leq damage possible from that spell's 10d6). \leq The spell must be focused through a solid gold pendant (value 100 \leq gp), inscribed or cast with the sigil of the caster and worn \leq around the caster's neck for the duration of the spell. If the \leq pendant is removed or destroyed, the spell ends instantly. \leq Notes: Common. As a Forgotten Realms Old Empire spell, initial \leq exposure requires a mentor or a Read Southern Magic spell. $\leq \leq$

=====

$\leq \leq$ Spell Name: Double Dweomer \leq Schools: Alteration \leq Area of Effect: The next spell cast \leq Casting Time: 7 \leq Components: V, S, M \leq Critical: \leq Duration: 1 rd \leq Knockdown: \leq Range: 0 \leq Saving Throw: None \leq Sensory: \leq Subtlety: \leq Never Ban Cantrip: False \leq Reversible: False \leq Wizard Spell: True \leq Priest Spell: False \leq Level: 7 \leq Description: $\leq \leq$ The double zweomer spell allows the caster to affect two targets \leq with an individually targeted spell instead of one. The affected \leq spell must be a spell of 6th level or less that can target a \leq single creature or object. The affected spell must be cast in \leq the round immediately after the double zweomer spell is cast, or \leq the double zweomer spell is wasted. \leq The targets must be within 30 feet of each other. The details of \leq the affected spell do not otherwise change (range, Hit Dice \leq affected, etc.). Thus, a double zweomer spell allows a caster to \leq affect two creatures with a disintegrate spell, a stoneskin \leq spell, or Melf's Acid Arrow. It has no effect over spells such \leq as Bigby's Interposing Hand, Wall of Ice, Sleep, Fireball, or \leq other spells that either do not directly affect a creature or \leq have more than one target. A touch-delivered attack spell can be \leq modified, but the caster must be able to touch both targets \leq simultaneously. \leq The material component is a thin glass rod, 3 to 4 inches long, \leq which the wizard snaps in half when casting the spell. $\leq \leq$

=====

$\leq \leq$ Spell Name: Energy Transformation \leq Schools: Alteration \leq Area of Effect: 40-ft radius \leq Casting Time: 4 rds \leq Components: V, S, M \leq Critical: \leq Duration: Special \leq Knockdown: \leq Range: 0 \leq Saving Throw: None \leq Sensory: \leq Subtlety: \leq Never Ban Cantrip: False \leq Reversible: False \leq Wizard Spell: True \leq Priest Spell: False \leq Level: 6 \leq Description: $\leq \leq$ This complex spell creates a permanent, undetectable magical field. \leq It absorbs magical discharges, such as spell effects and item \leq functions, and uses them to power (that is, to extend the duration \leq of) an existing magical spell or protection, with which the energy \leq transformation is linked. The casting of the transformation must \leq name this existing magic it is powering, and must also outline any \leq desired limits on the absorption area of the transformation, within \leq the limits of the "area of effect" given above. The spell field \leq does not affect any magical items or weapons unless they are using a \leq spelllike effect when they contact the field; in such cases, the \leq energy transformation field absorbs the spell effect but has no \leq further effect on the item or weapon. \leq The field absorbs spells cast through its area of effect. It \leq absorbs spells of all types that come in contact with the field save \leq abjuration and conjuration/summoning spells. Any external magical \leq effects on weapons or items will be slightly hampered by the field; \leq for example, glow-

ing weapons or a continual light spell cast on a \textasciitilde torch will visibly dim and flicker while passing through an energy \textasciitilde transformation field. \textasciitilde In the Undermountain complex in the Forgotten Realms setting, a \textasciitilde wizard trying to use passwall, teleport, dimension door, or a \textasciitilde similar spell will encounter endless, overlapping fields of multiple \textasciitilde energy transformation spells. The wizard simply teleports or moves \textasciitilde slightly toward the goal and the spell vanishes on contact with an \textasciitilde energy transformation field. Many of the wizard Halaster's energy \textasciitilde transformation spells silently drink the spell energy, using it to \textasciitilde further the magical field that cloaks Undermountain's passages and \textasciitilde prevents scrying and teleportation magics of all types. Other uses \textasciitilde might include a field around an icon, using spell energy to recharge \textasciitilde a magical item within the icon itself. Only Mordenkainen's \textasciitilde disjunction, limited wish, or a wish spell will destroy a single \textasciitilde such field - a dispel magic will be absorbed by it without effect. \textasciitilde The material components of this spell include no less than three \textasciitilde "permanent" magical items (which are consumed in the casting), three \textasciitilde drops of the caster's blood, the eye of any living creature, and a \textasciitilde powdered diamond of not less than 5,000 gp value. \textasciitilde Notes: Very rare spell from the Forgotten Realms setting; known to \textasciitilde Halaster. \textasciitilde \textasciitilde

=====
 \textasciitilde \textasciitilde Spell Name: Internal Fire \textasciitilde Schools: Invocation/Evocation \textasciitilde Area of Effect: 1 HD/level in 10-ft radius \textasciitilde Casting Time: 1 rd \textasciitilde Components: V, S, M \textasciitilde Critical: \textasciitilde Duration: Instantaneous \textasciitilde Knockdown: \textasciitilde Range: 60 yds \textasciitilde Saving Throw: None \textasciitilde Sensory: \textasciitilde Subtlety: \textasciitilde Never Ban Cantrip: False \textasciitilde Reversible: False \textasciitilde Wizard Spell: True \textasciitilde Priest Spell: False \textasciitilde Level: 9 \textasciitilde Description: \textasciitilde \textasciitilde This spell allows the wu jen to create a deadly raging heat \textasciitilde within the bodies of the victims, causing them to be consumed by \textasciitilde flame from inside. Death occurs instantly. There is no saving \textasciitilde throw against this spell. If more Hit Dice or levels of \textasciitilde creatures are in the area of effect than can be affected by the \textasciitilde caster, those with the fewest Hit Dice or levels die first. \textasciitilde Partial totals are unaffected by the spell (if a 20th-level \textasciitilde caster has already affected 15 Hit Dice or levels of creatures, a \textasciitilde creature with 7 Hit Dice or levels would be unaffected since only \textasciitilde 5 Hit Dice of power remain). \textasciitilde Although there is no saving throw against this spell, a magical \textasciitilde item that confers protection from fire and fire-based attacks \textasciitilde makes the wearer immune to the effects of this spell. Creatures \textasciitilde immune to fire-based attacks are unaffected. \textasciitilde The material component for this spell is an iron brazier filled \textasciitilde with red-hot charcoal. The charcoal is extinguished as the spell \textasciitilde is cast. \textasciitilde Notes: Common in oriental settings; very rare elsewhere (known \textasciitilde mostly by Fire mages). \textasciitilde \textasciitilde

=====
 \textasciitilde \textasciitilde Spell Name: Khelben's Dweomerdoom \textasciitilde Schools: Abjuration \textasciitilde Invocation/Evocation \textasciitilde Area of Effect: 40-ft. radius \textasciitilde Casting Time: 2 \textasciitilde Components: V, S, M \textasciitilde Critical: \textasciitilde Duration: Special \textasciitilde Knockdown: \textasciitilde Range: Touch \textasciitilde Saving Throw: None \textasciitilde Sensory: \textasciitilde Subtlety: \textasciitilde Never Ban Cantrip: False \textasciitilde Reversible: False \textasciitilde Wizard Spell: True \textasciitilde Priest Spell: False \textasciitilde Level: 9 \textasciitilde Description: \textasciitilde \textasciitilde This powerful magic allows archmages to drain magic directly from \textasciitilde other spellcasters by eliminating the memory of certain spells. \textasciitilde When the spell is cast, a spell focus (such as a gem or staff) is \textasciitilde charged with the magical energy;

the item remains charged for up to the caster's level in rounds before dissipating. The *dweomerdoom* activates when the charged focus item is thrown against a hard surface. When it strikes, a green pulse of energy flashes out 40 feet in all directions from the item (barriers of less than one-foot-thick solid stone or six inches of solid metal are pierced). One spellcaster within the radius of effect, chosen by the caster, bears the brunt of this spell. When the green energy pulse contacts the chosen spellcaster, multiple arcs of energy leap to the focus item, draining the spellcaster of as many memorized spell levels as the caster of the *dweomerdoom*. High level spells are eliminated first, with any remaining spell levels reducing the lower level spells until the spell levels are gone (for example, draining 18 levels causes the loss of two 9th-level spells or one 8th-level, one 7th-level, and one 3rd-level). When the energy pulse meets any other spellcasters (wizard, priest, or other) within the area of effect, a green energy arc leaps to the focus item and drains the memory of one spell up to 9th level (DM's choice, highest level spells first). There is no limit to the number of spellcasters the *dweomerdoom* affects in this lesser way, provided they are at least partially in the area of effect (the caster of the spell is immune to this effect). Lost spells can be replaced by the usual means: memorization for wizards and meditation and prayer for priests. Example. Khelben (W27) flies over a spell battle within Waterdeep between Tharchion Buulgast of Thay (W20) and Nenex the Aged (W22) that has ruined two homes. He casts Khelben's *dweomerdoom* on his staff and throws it between the two mages, spearing it into the ground. Buulgast loses the memory of his *Shape Change* spell (drained of his most powerful spell automatically). Khelben's main target, Nenex, loses 27 memorized spell levels from his most powerful remaining spells (one 9th, two 8th, and one 2nd): *Time Stop*, *Monster Summoning VI*, *Sink*, and *Invisibility*. Khelben developed this spell to deal with the increasing number of powerful mages disrupting Waterdeep's peace (or so he says; Elminster hints it might involve the many wizards about the Realms and the planes who challenge Khelben to spell duels). The spell's focus is a signature for the casting mage, allowing drained foes to understand just who brought this down upon them; Khelben uses his staff, while Alustriel uses a moonstone pendant with her symbol and Elminster's focus is, of course, his pipe. Most wizards stop and listen to the spellcaster, which was Khelben's alleged intent: "Do you know how difficult it is to get the attention of a Red Wizard in the throes of a temper tantrum? I think this solves that problem..." This spell is cast through an object—a magical staff, a diamond, a golden crown, etc.—that is made the center of the spell effect. This focus is not consumed or harmed in any way by the spell. Notes: Known to certain archmages of the Forgotten Realms setting, including Alustriel, Elminster, Khelben, Laeral, and the Simbul.

Spell Name: *Mage Tunnel* Schools: *Alteration* Dimension Area of Effect: *Special* Casting Time: 9 Components: V, S, M Critical: Duration: *Special* Knockdown: Range: *Special* Saving Throw: *Special* Sensory: Subtlety: Never Ban Cantrip: False Reversible: False Wizard:

ard Spell: True $\bar{\iota}$ Priest Spell: False $\bar{\iota}$ Level: 9 $\bar{\iota}$ Description: $\bar{\iota}$ $\bar{\iota}$ When cast, mage tunnel opens up a magical passageway between the $\bar{\iota}$ caster and an area known to the caster no more than 1,000 miles $\bar{\iota}$ away, through which the caster can freely travel. The only $\bar{\iota}$ restriction on the spell is that the destination must be out-of- $\bar{\iota}$ doors and in a location with which the caster is familiar. $\bar{\iota}$ The tunnel can be used to kidnap others. In this case, the $\bar{\iota}$ tunnel is cast to appear next to the victim. Anyone within 5 $\bar{\iota}$ feet of either opening must then make a successful surprise roll $\bar{\iota}$ or be immediately drawn into the tunnel, sucked through it, and $\bar{\iota}$ expelled at the other end. Furthermore, the victim at the $\bar{\iota}$ opposite end of the mage tunnel must roll for surprise with a -2 $\bar{\iota}$ penalty, since the appearance of this spell is usually totally $\bar{\iota}$ unexpected. The caster himself is not affected, need not roll to $\bar{\iota}$ resist the suction, and may enter the tunnel or not at his $\bar{\iota}$ discretion. Szass Tam developed this high-level transportation $\bar{\iota}$ spell, then discovered its use in kidnapping or in sending away $\bar{\iota}$ unwanted visitors. $\bar{\iota}$ The Mage Tunnel's material component is a 1-inch length of copper $\bar{\iota}$ tubing engraved with silvered runes. $\bar{\iota}$ Notes: Unique; known to Szass Tam of Thay in the Forgotten Realms $\bar{\iota}$ setting. $\bar{\iota}$ $\bar{\iota}$

=====
 $\bar{\iota}$ $\bar{\iota}$ Spell Name: Mempter's Barrier $\bar{\iota}$ Schools: Elemental Fire $\bar{\iota}$ Invocation/Evocation
 $\bar{\iota}$ Area of Effect: up to 10 ft square/level $\bar{\iota}$ Casting Time: 6 $\bar{\iota}$ Components: V, S, M $\bar{\iota}$ Critical: $\bar{\iota}$ Duration: 2 turns + 2 rds/level $\bar{\iota}$ Knockdown: $\bar{\iota}$ Range: 60 yds $\bar{\iota}$ Saving Throw: None $\bar{\iota}$ Sensory: $\bar{\iota}$ Subtlety: $\bar{\iota}$ Never Ban Cantrip: False $\bar{\iota}$ Reversible: False $\bar{\iota}$ Wizard Spell: True $\bar{\iota}$ Priest Spell: False $\bar{\iota}$ Level: 6 $\bar{\iota}$ Description: $\bar{\iota}$ $\bar{\iota}$ This spell is similar to the 5th-level spell, wall of force, $\bar{\iota}$ except a barrier is one-way, preventing things from coming in, $\bar{\iota}$ but not from going out. It allows those protected behind or $\bar{\iota}$ inside the barrier to attack those beyond, yet still prevents the $\bar{\iota}$ outsiders' attacks from coming in. The barrier is invisible, $\bar{\iota}$ immobile, and totally unaffected by most spells, including dispel $\bar{\iota}$ magic. Blows, missiles, cold, heat, electricity, spells, breath $\bar{\iota}$ weapons, etc. cannot affect or pass in through it, although $\bar{\iota}$ dimension door, teleport, and similar effects can bypass it. A $\bar{\iota}$ disintegrate spell, a rod of cancellation or a sphere of $\bar{\iota}$ annihilation will immediately destroy the barrier. $\bar{\iota}$ The wizard can, if desired, form the barrier into a spherical $\bar{\iota}$ shape with a radius up to one foot per level or to an open $\bar{\iota}$ hemispherical shape of 1.5-foot radius per level. The barrier $\bar{\iota}$ must be continuous and unbroken when formed; otherwise, the spell $\bar{\iota}$ fails. The caster can end this spell on command. $\bar{\iota}$ The material component is 5,000 gp worth of powdered diamond and $\bar{\iota}$ a mirrored lens. $\bar{\iota}$ Notes: Unique to Mempter, so far as is known. (Updated from $\bar{\iota}$ Polyhedron Newszine.) $\bar{\iota}$ $\bar{\iota}$

=====
 $\bar{\iota}$ $\bar{\iota}$ Spell Name: Mystra's Unraveling $\bar{\iota}$ Schools: Alteration $\bar{\iota}$ Enchantment/Charm
 $\bar{\iota}$ Area of Effect: 30-foot radius $\bar{\iota}$ Casting Time: 1 $\bar{\iota}$ Components: V, S $\bar{\iota}$ Critical: $\bar{\iota}$ Duration: Instantaneous $\bar{\iota}$ Knockdown: None $\bar{\iota}$ Range: 0 $\bar{\iota}$ Saving Throw: None $\bar{\iota}$ Sensory: $\bar{\iota}$ Subtlety: +2 $\bar{\iota}$ Never Ban Cantrip: False $\bar{\iota}$ Reversible: False $\bar{\iota}$ Wizard Spell: True $\bar{\iota}$ Priest Spell: False $\bar{\iota}$ Level: 9 $\bar{\iota}$ Description: $\bar{\iota}$ $\bar{\iota}$ This spell instantly destroys all spells and enchantments linked to, $\bar{\iota}$ focused on, or held within items. Imprisoned beings are set free, $\bar{\iota}$ magically-preserved items

are exposed to all the aging they've been protected from, and so on. Magical items automatically lose their powers, and barriers and wards connected to doors, anchor points, or other solid things collapse. Items connected to other planes lose those connections; if the linkages are to non-living items, those items are yanked fully into the plane wherein the Unraveling is cast. All portions of a large item are affected if any part of it is within range of the Unraveling. This magic has no effect on magical items touched by the caster during casting or carried on the caster's person. It also leaves untouched spell effects not attached to an item, including those that originated in magical item discharges. An Unraveling reveals the multiple powers of artifacts (to the mind of its caster only) in precise and fine detail, but it doesn't affect or harm them—beyond the fact that its touch won't activate an artifact, regardless of the artifact's normal conditions for activation. Alternatively, an Unraveling can be cast with a different incantation word. In such cases, it leaves magical items and artifacts completely untouched, and it works only against enchantments. It can affect such magics regardless of their age and origin, even if they are quiescent, awaiting later activation, within an area or a being. Such an Unraveling successfully destroys multiple linked enchantments without triggering their magics, penetrates all known barriers (including Prismatic effects and Antimagic Shells), and is roughly the equivalent of four Dispel Magic spells. Source: Dragon Magazine, Issue #.238.49 (Aug 97)

=====
 Spell Name: Odeen's Impenetrable Lock Schools: Alteration Artifice
 Area of Effect: 1 lock Casting Time: 4 Components: V, S, M Critical:
 Duration: Special Knockdown: Range: Touch Saving Throw: None
 Sensory: Subtlety: Never Ban Cantrip: False Reversible: False Wizard
 Spell: True Priest Spell: False Level: 4 Description: When Odeen's
 impenetrable lock is cast upon any locking device or mechanism, that device
 cannot be opened except by a special key, enchanted at the same time as the
 lock. The lock cannot be opened by nonmagical means, nor can it be broken
 by force, for the lock is magically strengthened to withstand even storm
 giant strength. The locking mechanism continually changes shape, foiling any
 normal attempt to unlock or pick it. The lock is unaffected by the knock
 spell. Magical lockpicks allow one attempt at their base percentage chance;
 failure means the lock-picks must save versus crushing blow or be destroyed.
 Magical keys stick fast, and can be released only with a dispel magic spell.
 Other unlocking devices, such as the Chime of Opening, have only one chance
 to open the impenetrable lock, which receives its caster's saving throw versus
 spell. The lock cannot be shattered or bypassed by magic resistance, like
 that possessed by some extraplanar beings. While thieves cannot pick a
 lock enchanted with this dweomer, they can detect the spell is present as if
 it were a trap - careful examination reveals the lock's magical shifting. If
 the spell is cast on a lock set in a door or portal, creatures with a Strength
 of 18/91 or better have half their normal chance to open magically held doors
 to force the door open, reflecting the chance that the door might give way
 at the hinges or that the casing might crumble. The caster can end the

dweomer with a dispel magic spell. A $\frac{1}{2}$ caster of five or more levels higher than the caster (or 30th $\frac{1}{2}$ level in any case) can also dispel the impenetrable lock. A $\frac{1}{2}$ limited wish or wish can open the lock. A Timestop spell will $\frac{1}{2}$ stop the lock's magical shifting long enough to allow a normal $\frac{1}{2}$ lock picking attempt. $\frac{1}{2}$ Material components for this spell are three drains of mimic $\frac{1}{2}$ ichor and two drains of doppelganger blood. These are rubbed on $\frac{1}{2}$ a small gold key, which becomes the only way to open the lock $\frac{1}{2}$ without first dispelling the magic. If the gold key is used in a $\frac{1}{2}$ later casting of another impenetrable lock spell, it no longer $\frac{1}{2}$ opens a previously cast impenetrable lock. $\frac{1}{2}$ Notes: Very rare spell. Known to be in The Spells of Odeen. $\frac{1}{2}$ (Updated from Dragon Magazine.) $\frac{1}{2}$ $\frac{1}{2}$

=====

$\frac{1}{2}$ $\frac{1}{2}$ Spell Name: Pierce Any Shield $\frac{1}{2}$ Schools: Alteration $\frac{1}{2}$ Area of Effect: Special $\frac{1}{2}$ Casting Time: 1 rd. $\frac{1}{2}$ Components: V, S, M $\frac{1}{2}$ Critical: $\frac{1}{2}$ Duration: 1 rd $\frac{1}{2}$ Knockdown: $\frac{1}{2}$ Range: 0 $\frac{1}{2}$ Saving Throw: None $\frac{1}{2}$ Sensory: $\frac{1}{2}$ Subtlety: $\frac{1}{2}$ Never Ban Cantrip: False $\frac{1}{2}$ Reversible: False $\frac{1}{2}$ Wizard Spell: True $\frac{1}{2}$ Priest Spell: False $\frac{1}{2}$ Level: 9 $\frac{1}{2}$ Description: $\frac{1}{2}$ $\frac{1}{2}$ A more powerful version of pierce magic resistance, this spell is $\frac{1}{2}$ cast one round before an offensive spell. The spell cast $\frac{1}{2}$ immediately after pierce any shield cannot be stopped by any $\frac{1}{2}$ known means; magic resistance, spell turning or absorption, $\frac{1}{2}$ anti-magic shell, counterspell immunity, and so on. The only $\frac{1}{2}$ defense for the target of this spell is a saving throw, if the $\frac{1}{2}$ spell in question allows one. Even then, such rolls suffer a -5 $\frac{1}{2}$ penalty. The pierce any resistance spell does not protect the $\frac{1}{2}$ caster from events that would normally disrupt the casting of the $\frac{1}{2}$ second spell. $\frac{1}{2}$ The material component is a silver spike or knife. $\frac{1}{2}$ Notes: Common in the Mystara setting; otherwise, very rare. $\frac{1}{2}$ $\frac{1}{2}$

=====

$\frac{1}{2}$ $\frac{1}{2}$ Spell Name: Pierce Magic Resistance $\frac{1}{2}$ Schools: Alteration $\frac{1}{2}$ Area of Effect: 1 spell $\frac{1}{2}$ Casting Time: 5 $\frac{1}{2}$ Components: V, S, M $\frac{1}{2}$ Critical: $\frac{1}{2}$ Duration: Special $\frac{1}{2}$ Knockdown: $\frac{1}{2}$ Range: 0 $\frac{1}{2}$ Saving Throw: None $\frac{1}{2}$ Sensory: $\frac{1}{2}$ Subtlety: $\frac{1}{2}$ Never Ban Cantrip: False $\frac{1}{2}$ Reversible: False $\frac{1}{2}$ Wizard Spell: True $\frac{1}{2}$ Priest Spell: False $\frac{1}{2}$ Level: 5 $\frac{1}{2}$ Description: $\frac{1}{2}$ $\frac{1}{2}$ Pierce magic resistance makes another spell more potent: It $\frac{1}{2}$ pierces magic resistance and some spells that shield a target from $\frac{1}{2}$ spells. Casting pierce magic resistance affects only the spell a $\frac{1}{2}$ wizard casts in the next round. If the target of the second $\frac{1}{2}$ spell has magic resistance, its magic resistance check is rolled $\frac{1}{2}$ twice. Unless both checks succeed, the spell pierces the $\frac{1}{2}$ creature's magic resistance. $\frac{1}{2}$ For example, if Therdillion the Invoker casts pierce magic $\frac{1}{2}$ resistance and then a disintegrate spell at a creature with 50 $\frac{1}{2}$ magic resistance, the DM rolls the resistance twice to see if it $\frac{1}{2}$ proves effective. Unless both resistance rolls succeed, the $\frac{1}{2}$ spell gets through, forcing the creature to make a saving throw $\frac{1}{2}$ against the disintegration spell. If the saving throw is failed, $\frac{1}{2}$ the creature is disintegrated. $\frac{1}{2}$ The pierce magic resistance spell has a 50 $\frac{1}{2}$ dispelling protections against spells of 5th level or less, $\frac{1}{2}$ including shield, gaze reflection, minor globe of $\frac{1}{2}$ invulnerability, protection from cantrips, protection from $\frac{1}{2}$ weapons (any), protection from magic (any), as well as any wall $\frac{1}{2}$ spell within these limits, including wall of force. $\frac{1}{2}$ Nonmetallic protective charms and amulets that add +2 or less to $\frac{1}{2}$ saving throws versus spell must make an

item saving throw versus \wedge disintegration or shatter after the saving creature's saving \wedge throw is resolved. \wedge The material component is a small iron spike or knife. \wedge Notes: Common in the Mystara setting; otherwise, very rare. \wedge \wedge

=====

\wedge \wedge Spell Name: Presper's Double Wizardry \wedge Schools: Alteration \wedge Area of Effect: The caster \wedge Casting Time: 8 \wedge Components: V, S, M \wedge Critical: \wedge Duration: 1 turn/level \wedge Knockdown: \wedge Range: 0 \wedge Saving Throw: None \wedge Sensory: \wedge Subtlety: \wedge Never Ban Cantrip: False \wedge Reversible: False \wedge Wizard Spell: True \wedge Priest Spell: False \wedge Level: 8 \wedge Description: \wedge \wedge Presper's double wizardry allows the caster to store up to four \wedge spells for later use. These spells are cast in the normal manner \wedge during the turn after the double wizardry is cast. Each stored \wedge spell must be of 7th level or less, and storing each spell causes \wedge the caster a loss of 1d6 hit points. These lost hit points must \wedge be regained by rest or healing, but cannot be regained while the \wedge spells they are linked to are still stored. \wedge During any round in which the double wizardry is in effect, the \wedge caster can call forth one or two of the stored spells by silent \wedge act of will. They take their normal effects unless circumstances \wedge prohibit this—for example, a caster who cannot see a target \wedge creature that must be in view for the spell to function. \wedge If a dispel magic is cast on the wizard while this spell is in \wedge effect, the least powerful spell in storage (or last memorized, \wedge if of equal level) erupts involuntarily. This lashes out at the \wedge source of the dispel magic spell. Other stored spells are \wedge unaffected. The death of the caster or the expiration of the \wedge double wizardry spell causes all stored spells to be lost. \wedge This spell does not allow a caster to augment the spells in his \wedge or her mind beyond normal limits: Stored spells are still \wedge considered memorized for this purpose. \wedge This spell is the predecessor of the famous Algarth's \wedge embattlement. It is a less powerful version of the same concept \wedge that was developed two decades earlier by the adventurer-mage \wedge Presper. \wedge The material component of a double wizardry is a double-yolked \wedge egg. The egg need not be fresh, and may even be petrified. \wedge Notes: Very rare in the Forgotten Realms setting; virtually \wedge unknown elsewhere. \wedge \wedge

=====

\wedge \wedge Spell Name: Rapid Reflexive Response \wedge Schools: Alteration \wedge Area of Effect: The caster \wedge Casting Time: 5 \wedge Components: V, S, M \wedge Critical: \wedge Duration: 1 rd/level \wedge Knockdown: \wedge Range: 0 \wedge Saving Throw: None \wedge Sensory: \wedge Subtlety: \wedge Never Ban Cantrip: False \wedge Reversible: False \wedge Wizard Spell: True \wedge Priest Spell: False \wedge Level: 5 \wedge Description: \wedge \wedge When cast, this spell enables the caster to grab hurled or \wedge projected missiles, such as arrows, axes, bolts, small stones or \wedge similar objects that weigh less than seven pounds, out of the air \wedge and immediately hurl them back at the attacker with a +4 bonus on \wedge the attack roll. \wedge The caster can grab one object with each hand and return them in \wedge the same round. An attack roll is required for each attack. The \wedge spell expires at the end of the stated duration or as soon as the \wedge caster performs an action other than the reflexive response. \wedge (The spell speeds up the caster's reflexes to a superhuman level, \wedge so to perform a normal action, such as casting a spell, the \wedge caster must end this spell.) \wedge This spell was claimed by the infamous Ramael the Reader, but \wedge most Halruans give credit to the famous Mycontil. \wedge The spell requires

a glove once worn by a halfling (or a throwing \wedge weapon specialist), shaving of licorice root, and a frog's \wedge tongue. The caster eats the latter two components as part of the \wedge casting. The glove remains and can be reused. \wedge Notes: Common in the Halruaa region of the Forgotten Realms \wedge setting; otherwise, rare. \wedge \wedge

=====

\wedge \wedge Spell Name: Resist Injury \wedge Schools: Abjuration \wedge Area of Effect: The caster \wedge Casting Time: 7 \wedge Components: V, S, M \wedge Critical: \wedge Duration: 2 rds/level \wedge Knockdown: \wedge Range: 0 \wedge Saving Throw: None \wedge Sensory: \wedge Subtlety: \wedge Never Ban Cantrip: False \wedge Reversible: False \wedge Wizard Spell: True \wedge Priest Spell: False \wedge Level: 7 \wedge Description: \wedge \wedge This spell protects the caster from injury, so that all attacks \wedge cause only half damage against him (rounded up). \wedge For instance, if a warrior inflicts 13 points of damage with an \wedge attack against a wizard who has an active resist injury spell, \wedge the attack is reduced to 7 points of damage. Attacks that allow \wedge a saving throw for half damage, such as a fireball spell or \wedge dragon breath, inflict half damage if the saving throw fails, or \wedge one-quarter damage if it succeeds. \wedge This spell does not help the caster against attacks that charm, \wedge drain life levels, or totally destroy (such as death or \wedge disintegration spells). \wedge The material component for this spell is an amethyst or jade \wedge pendent, which must be worn for the duration of the spell. \wedge Notes: Rare spell. As a Forgotten Realms Old Empire spell, \wedge initial exposure requires a mentor or a read Southern magic \wedge spell. \wedge \wedge

=====

\wedge \wedge Spell Name: Reverse Missile \wedge Schools: Abjuration \wedge Area of Effect: The caster \wedge Casting Time: 6 \wedge Components: V, S \wedge Critical: \wedge Duration: 3 rds/level \wedge Knockdown: \wedge Range: 80 yds + 10 yds/level \wedge Saving Throw: None \wedge Sensory: \wedge Subtlety: \wedge Never Ban Cantrip: False \wedge Reversible: False \wedge Wizard Spell: True \wedge Priest Spell: False \wedge Level: 6 \wedge Description: \wedge \wedge This spell reflects attacks from all missile weapons, including \wedge spells such as magic missile and Melf's acid arrow, and large \wedge missiles such as ballista attacks (but excluding non- missile \wedge ranged attacks, such as fireball and disintegrate spells). The \wedge missile returns to strike the one who fired it, as long as that \wedge being is within the range of the spell. If beyond the range, \wedge then the missile drops to the ground upon reaching the reverse \wedge missile range limit. Reflected missiles attack the creature they \wedge turn back upon as if launched by the original attacker. \wedge Notes: Rare spell. As a Forgotten Realms Old Empire spell, \wedge initial exposure requires a mentor or a read Southern magic \wedge spell. \wedge \wedge To determine the magical effects the reverse missile affects, use \wedge the following criteria: a) Is there a physical missile? b) Does \wedge the original attacker make an attack roll? If the answer to both \wedge is yes, then the spell applies. magic missile should be viewed \wedge as a special exception; a non-physical energy attack that would \wedge normally be outside the spell effect. Since it is included, all \wedge spells that function as magic missile are also reflected. Since \wedge magic missile automatically hits, it also does when reflected. \wedge \wedge

=====

\wedge \wedge Spell Name: Ring of Swords \wedge Schools: Alteration \wedge Area of Effect: Special \wedge Casting Time: 1 rd \wedge Components: V, S, M \wedge Critical: \wedge Duration: Special \wedge Knockdown: \wedge Range: 10 yds/level \wedge Saving Throw: None \wedge Sensory: \wedge Sub-

tlety: \checkmark Never Ban Cantrip: False \checkmark Reversible: False \checkmark Wizard Spell: True \checkmark
 Priest Spell: False \checkmark Level: 9 \checkmark Description: \checkmark \checkmark This ward establishes an area
 defended by animated metal- bladed \checkmark weapons, usually swords. The spell is
 often used by wizards to \checkmark defend a sanctum or sleeping area, but is expensive
 and requires \checkmark preparation. The spell range is the distance from which the \checkmark
 spell can be cast on the prepared location (see Preparation). A \checkmark ring of swords
 typically has four or more blades, with an upper \checkmark limit defined by the caster's
 willingness to spend money on \checkmark components. \checkmark The spell causes the blades to
 levitate and drift into a ring of \checkmark any size desired, up to a maximum radius of 10
 feet per level, as \checkmark set by the caster. They orbit slowly around the boundaries of
 \checkmark the invisible protected area, forming a protected sphere (MV 9). \checkmark Intruders
 are attacked and pursued as far as 70 feet from the \checkmark protected area. \checkmark The
 protected area can be safely entered and left repeatedly by \checkmark the caster, and
 by any who were in the area at the time of \checkmark casting. In addition, the area
 can be entered by anyone who \checkmark correctly speaks a certain pass-phrase upon
 coming within 10 feet \checkmark of a warding blade. The pass-phrase, set at the time
 of casting, \checkmark must be at least four words long. Authorized beings can even \checkmark
 touch or handle the blades without activating their magic. When \checkmark released, a
 blade flies back to the ring to resume its place. \checkmark Another being assuming the
 caster's shape never successfully \checkmark fools the magic. Any intruder who enters or
 reaches into the \checkmark protected area (including casting spells into it) triggers the \checkmark
 magic, and the swords then attack. \checkmark When activated, the blades from a ring
 of swords fly at a rate of \checkmark 21 (Maneuverability Class B). They strike twice per
 round with a \checkmark THAC0 of 4. The blades attack only those who trigger them;
 and an \checkmark intruder's companion who strikes at, tries to divert, or attempts \checkmark to
 restrain an activated sword instantly becomes a target, as \checkmark well. The swords
 cease attacking and return to their drifting \checkmark ring when all intruders have per-
 ished or withdrawn more than 70 \checkmark feet from the ring. \checkmark The activated swords
 are AC 0. One can be rendered inanimate by \checkmark dealing it 29 points of damage in
 melee combat. Swords rendered \checkmark inanimate are not damaged. The spell ends
 when all of the swords \checkmark are rendered inanimate, destroyed (by disintegrate,
 rust touch, \checkmark etc.), the caster ends the magic by uttering the pass-phrase in
 \checkmark reverse (only the caster can end the magic this way), or 29 years \checkmark to the
 instant have passed since the caster of the ring of swords \checkmark died. \checkmark A dispel
 magic has no effect on a ring of swords other than to \checkmark cause a single blade to
 fall inanimate for one round per level of \checkmark the caster of the dispel. Magical bar-
 riers can be thrust through \checkmark the ring, but the swords seek to fly around them,
 attacking \checkmark ceaselessly. \checkmark The blades in a ring of swords often vary in size and
 shape, as \checkmark the caster uses what weapons are available. Magical blades \checkmark retain
 their powers, and always strike to inflict the most potent \checkmark result. The spell
 preserves the blades from the elements and \checkmark does not harm them in any way.
 \checkmark Preparation: The material component of the spell is one sapphire, \checkmark of not
 less than 4,000 gp value, for each blade. These are \checkmark powdered; some powder
 is then touched to each blade and some is \checkmark sprinkled at the center of the area
 to be protected, whereon it \checkmark vanishes. Any attempt to use magic to substi-
 tute for or bypass \checkmark the material component causes the spell to fail. \checkmark Notes:

Very rare in the Forgotten Realms setting; virtually unknown elsewhere.

Spell Name: Tattoo of Power Schools: Alteration Invocation/Evocation
Geometry Area of Effect: 1 creature Casting Time: 1 hr/level of spell
implanted Components: V, S, M Critical: Duration: Until triggered
Knockdown: Range: Touch Saving Throw: None Sensory: Subtlety:
Never Ban Cantrip: False Reversible: False Wizard Spell: True Priest
Spell: False Level: 6 Description: The tattoo of power is a method
of implanting spells using the art of tattooing. The wizard casts the tattoo
of power in conjunction with the spell to be implanted in the tattoo. The
wizard then begins to tattoo the recipient of the spell. When finished, the
tattoo contains the power of the spell, which can be released simply by touch-
ing the tattoo and uttering a command word. Once the spell is cast from the
tattoo, the markings of the tattoo fade and disappear almost immediately.
When the spell in the tattoo is released, it operates exactly as if it were
cast by the wizard who originally implanted the spell. If a 10th-level wizard
implanted a spell it is released at the 10th level of ability. Tattoos can take
a lot of space. For every level of the spell implanted, the tattoo will cover a
2-inch square of flesh. This limits the number of tattoos that can be drawn
upon the average human body. Up to four levels of spells could be inscribed
on the average human arm, 10 levels of spells on the chest, and six spell
levels on each leg. There are practical limitations to this - magic becomes
"fuzzy" when condensed into such a small area. No more than four tattoos
of power can be placed upon a single individual at any one time. Finally, the
caster of this spell must have the tattooing proficiency or the spell will not
function. Notes: Common for spellcasters from an arabian setting; other-
wise, very rare. Optionally uncommon for Savage mages and geometers.

Spell Name: Tenser's Deadly Strike Schools: Alteration Area of Effect:
The caster Casting Time: 3 Components: V, S, M Critical: Duration:
3 rds + 1d6 rds Knockdown: Range: 0 Saving Throw: None
Sensory: Subtlety: Never Ban Cantrip: False Reversible: False Wiz-
ard Spell: True Priest Spell: False Level: 3 Description: This
spell improves the martial prowess of the caster. All melee attacks made
by the caster are at the usual chance to hit, but every successful attack
does maximum damage to the opponent for the duration of the spell. The
spell works in combination with any other magic that enhances fighting
ability. The spell only affects weapons hand-held or hurled by the caster,
and excludes device-propelled missile weapons. The material component
is a full set of tiger claws. Notes: Uncommon or rare spell (WoG).

Spell Name: Thiondar's Permanent Anti-Magic Field Schools: Abjura-
tion Alteration Area of Effect: 1 object Casting Time: 1 turn Com-
ponents: V, S Critical: Duration: Permanent Knockdown: Range:
Object touched Saving Throw: None Sensory: Subtlety: Never Ban
Cantrip: False Reversible: False Wizard Spell: True Priest Spell: False

1 Level: 9 1 Description: 1 1 This spell creates a transparent barrier around any one object, 1 causing it to become impervious to magic and spell effects. The 1 anti-magic field prevents the entrance of spells, and hedges out 1 summoned or charmed creatures. 1 The spellcaster can choose to cast one 2nd-level or two 1st-level 1 spells on the object beforehand; these are then made permanent 1 and protected from being dispelled as well. For instance, a 1 wizard could cast hold portal and alarm on a door or chest, then 1 conclude by casting Thiondar's permanent anti-magic field. The 1 field itself can be countered only by similarly powerful magics; 1 a rod of cancellation or Mordekainen's disjunction, for 1 example. The anti-magic field can be destroyed by a wish. 1 Casting the spell permanently lowers the wizard's Constitution by 1 one point. 1 Notes: Very rare spell. (Updated from Dungeon Magazine.) 1 1

1 1 Spell Name: Thunguul's Preservation 1 Schools: Abjuration 1 Alchemy 1 Necromancy 1 Area of Effect: The caster 1 Casting Time: 5 1 Components: V, M 1 Critical: 1 Duration: 3 hrs/level + 1d6 hrs 1 Knockdown: 1 Range: 0 1 Saving Throw: None 1 Sensory: 1 Subtlety: 1 Never Ban Cantrip: False 1 Reversible: False 1 Wizard Spell: True 1 Priest Spell: False 1 Level: 5 1 Description: 1 1 Thunguul's preservation drains a portion of the caster's life 1 energy equal to 3d4 hit points and stores it in a special candle, 1 safe from any harm that might befall the wizard. The number of 1 hit points set aside in this fashion cannot exceed the caster's 1 current hit point total at the time the spell is cast. For 1 example, if the caster had only 6 hit points left, Thunguul's 1 preservation would take no more than 5, leaving a temporary total 1 of 1 hit point. 1 The candle is lit when the spell is cast, and gradually burns down 1 until the duration expires. If the candle is extinguished or 1 destroyed prematurely, the reserved hit points are lost, and the 1 wizard must then recover them as if he had been injured normally. 1 The reserved hit points cannot be recovered by the wizard until 1 the spell ends. In the meantime, if his remaining hit points 1 drop below 0, the wizard will appear to die. To all tests and 1 divinations, he will seem dead. However, when the spell expires, 1 the borrowed life energy returns and restores the caster to life. 1 This is not a true resurrection, since the caster's life force 1 was never completely extinguished. Of course, a caster who is 1 "dead" when the candle is extinguished perishes immediately. 1 As the caster's life energy returns, normal wounds and injuries 1 may vanish, but severed limbs and conditions such as poisoning, 1 disease, incineration, disintegration, and other such things are 1 not altered. Thus, if the wizard's body has been rendered 1 incapable of supporting life, the spell returns the life force 1 only for the caster to immediately perish again. Similarly, if 1 the caster's body is in a life-threatening location (for 1 instance, the bottom of a lake), the caster may perish before 1 reaching safety. 1 Only one Thunguul's preservation can be in effect for a caster at 1 a time. 1 The material component is a special candle that costs 1,000 gp to 1 prepare. 1 Notes: Rare for alchemists; otherwise, very rare. (Updated from 1 Dragon Magazine.) 1 1

1 1 Spell Name: Triad Gem 1 Schools: Alteration 1 Area of Effect: 1 specially

enchanted ruby. Casting Time: 1 turn. Components: V, S, M. Critical: . Duration: Special. Knockdown: . Range: Touch. Saving Throw: None. Sensory: . Subtlety: . Never Ban Cantrip: False. Reversible: False. Wizard Spell: True. Priest Spell: False. Level: 9. Description: . This spell is used to store other spells in a specially prepared gemstone spell matrix. The spellcaster casts triad gem on a ruby, and in the turn immediately following, personally casts any three other spells of his or her choosing directly into the gems. Normal casting times, material components, and the like apply; obviously the caster must possess these magics, be able to cast them, and have them already memorized, and their combined casting times cannot exceed one turn. A triad gem begins to evaporate after three days silently and without spell effects occurring, losing one (randomly selected) spell on the fourth day and each day thereafter, until it vanishes on the sixth day. Any being can call forth the magics before they fade away, either by breaking the gem (this can occur Unintentionally) or by holding it and uttering a secret word (set by the caster during the casting of the triad gem spell). Only the caster can control the spells issuing from the gem; otherwise, they erupt wildly, visiting their effects on random targets and areas. If controlled by the caster, the spell take place either all at once, or in a succession chosen by the caster; one per round for three rounds. The caster decides the order of release at the time the spells are unleashed. The caster need only designate targets or precise effects by an instant of silent concentration (and thus can wield the stored spells while bound, fighting, feigning slumber, or otherwise mentally or physically preoccupied). The material component is a ruby of any size worth at least 500 gp, upon which the caster has cast either an enchant an item or an eternal flame spell. This requirement for the gem cannot be eliminated by any means, including spells or items engineered to allow the casting of other spells with no material component. Notes: Known to Sammaster of the Forgotten Realms. Uncommon for incantatrixes and members of the Cult of the Dragon; otherwise very rare.

=====

. Spell Name: Vengeance. Schools: Invocation/Evocation. Area of Effect: The caster. Casting Time: 1 rd. Components: V. Critical: . Duration: 1 rd/level. Knockdown: . Range: 0. Saving Throw: None. Sensory: . Subtlety: . Never Ban Cantrip: False. Reversible: False. Wizard Spell: True. Priest Spell: False. Level: 4. Description: . This powerful spell is only used by the caster in the face of impending death. When cast, it allows the caster to take one final act of revenge even though he has been killed. When the caster is slain, his spirit remains for one round to carry out whatever final thought the caster had fixed in his mind at the moment of death. If a spell is to be used, the specific spell must be clearly stated. This final action must be a deed that could be accomplished by the caster in one round at the moment he died. Thus, the caster could not cast a spell he did not have memorized, had memorized and already cast, or which required more than one round to cast. If there is confusion concerning what the final thought of the caster was, a saving throw versus death should be made. If successful, the player is allowed to choose the deed; otherwise, it must be adjudicated by the DM. The

The Vengeance is directed at the thing or person that caused the caster's death. The vengeful spirit has no regard for the lives of others and carries out its final deed even if it imperils or harms the lives of friends or innocents. If it is possible, the deed of vengeance must be carried out; it cannot be retracted once announced. In the next round the deed is performed. The spirit, through the energies sustaining it, automatically gains the initiative over all other parties. If the body is present, the spirit reanimates it to accomplish the Vengeance. If the body is not available, the spirit appears in ghostly form to perform its deed. This action is subject to all the normal rules of attack and saving throws, and thus may not be successful in its stated goal. However, success or failure is not the key issue. Only the opportunity to perform the deed is granted by the spell. Once the deed is done the spirit vanishes and is at rest. Notes: Common in oriental settings; otherwise, very rare.

Spell Name: Wandweird Schools: Abjuration Area of Effect: 10-ft radius sphere Casting Time: 7 Components: V, S, M Critical: Duration: 1 turn/level Knockdown: Range: 0 Saving Throw: None Sensory: Subtlety: Never Ban Cantrip: False Reversible: False Wizard Spell: True Priest Spell: False Level: 7 Description: This spell creates an invisible sphere of protection centered on the caster that moves with her. While the spell lasts, no wands function within this sphere, and no wand discharges can pass into or through the sphere. Even if triggered to explosive effect just beyond the sphere's boundaries, no part of a wand's powers penetrates the protected area. All such effects vanish as the sphere absorbs them. Wand effects that inflict no direct points of damage are merely absorbed by the spell. Wand attacks that deal damage (such as magic missiles, fireballs, and lightning bolts) empower a pool of spell energy of which the Wandweird caster is made aware. As the sphere's existence ends because of the spell's expiration (or earlier, by the caster's choice), the wandweird caster can elect to launch the energy the sphere has collected at any single target creature. A blast or ray of raw spell energy roars at the chosen target, striking at MV 30 and with a THAC0 4, dealing out all the cumulative points of damage that the wand attacks absorbed by the sphere would have done. If any being destroys a wandweird sphere by means of a successful dispel magic, this attack automatically lashes out at the dispelling caster, regardless of the wandweird caster's wishes or lack of attention. This spell has no effect on magic from sources other than wands. The material component of this spell is a piece of wood, roughly the size and shape of a wand, upon which any spell has been cast within a day of the casting of the wandweird. The spell need not still be in force; most mages employ a Light spell for this preparation. Notes: Very rare in the Forgotten Realms setting; virtually unknown elsewhere.

Spell Name: Wound Bind Schools: Alteration Necromancy Area of Effect: 1 creature Casting Time: 3 Components: V, S Critical: Duration: Instantaneous Knockdown: Range: 0 Saving Throw: None Sensory: Subtlety: Never Ban Cantrip: False Reversible: False Wizard Spell: True

¿ Priest Spell: False ¿ Level: 2 ¿ Description: ¿ ¿ The spell affects one creature intelligent (semi-intelligent or ¿ higher), regardless of Hit Dice. Creatures with magic resistance ¿ have their magic resistance reduced by a factor of 60¿ purposes of determining whether the spell takes effect, and ¿ receive a normal saving throw. Creatures without magic ¿ resistance save at a -2 penalty. The effect of the spell is to ¿ put the entity into a zombie-like trance state from which it ¿ cannot be revived until the spell expires or is dispelled. ¿ The creature obeys commands willingly and to the best of its ¿ ability, applying every resource available without reservation. ¿ Courses of action to which the creature would normally be ¿ violently opposed to are cheerfully executed. The only commands ¿ the creature hesitates to obey are obviously self-destructive ¿ orders or direct commands to cause harm to his close friends or ¿ loved ones. Even these orders do not allow the chance of ¿ breaking the charm, but simply cause the creature to fall into a ¿ confused daze for 1d4 rounds. If the caster directly harms the ¿ creature, a new saving throw to break free of the witch's ¿ influence is allowed ¿ Notes: Restricted to enchanter's, very rare.